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ESRB

NIS America

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

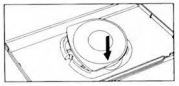
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

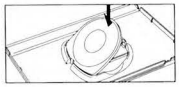
Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Prologue

The Villain Plotting World Domination VS Everyone's Hero, Absolute Victory Unlosing Ranger
This is the beginning of a long, long battle.
How long? About the length of a whole game. Like, probably as long as 2 seasons of an anime.
It's a battle where all of humanity is at stake.
You're better off assuming this will not end easily.
No matter how powerful the villain may be, no matter how dirty the traps become, no matter how many times you collapse, the hero will never lose.
As long as you stand back up each time you fall, you haven't lost.
To all viewers sitting in front of the TV, isn't that right?"

Contents

Prologue 01
Getting Started..... 02
Controls..... 03
Characters..... 04
How to Start 05
Saving and Loading 05
Flow of the Game 06
Home Base 07
Battle System 08
Modifying Unlosing Ranger! ... 12
Basic Tips 14
Path to Victory 16
FAQ 18

Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT Z.H.P.™~ Unlosing Ranger VS Darkdeath Evilman~ disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

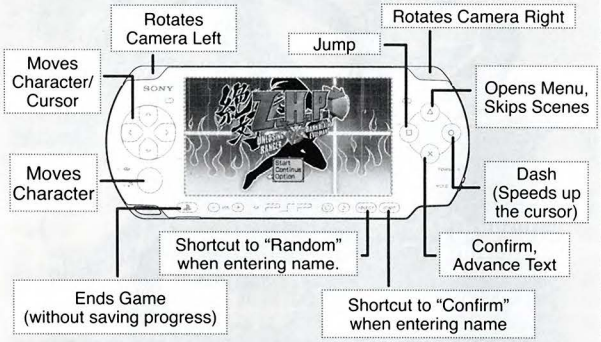
NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™
Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

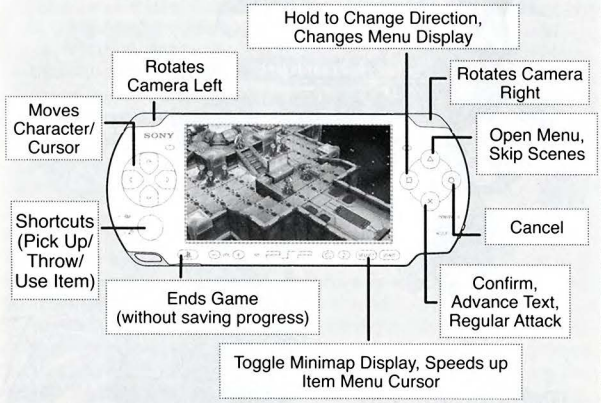
To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Controls

Home Base Controls



Dungeon Controls


Hold to Change Direction, Changes Menu Display
Rotates Camera Left
Rotates Camera Right
Moves Character/ Cursor
Open Menu, Skip Scenes
Shortcuts (Pick Up/ Throw/ Use Item)
Cancel
Ends Game (without saving progress)
Confirm, Advance Text, Regular Attack
Toggle Minimap Display, Speeds up Item Menu Cursor

◎ + ⊗ buttons	Stomp (Speed HP regen, but consumes EN faster)
directional buttons + ◎ button	Dash
□ + L1 buttons (□ + R1 buttons)	Change Camera Angle

Characters

Main Character

An ordinary bystander. Completely ordinary in every aspect of his existence. Has a kind heart, rendering him unable to turn down anyone asking for help.

Unlosing Ranger (Real Name: Pirohiko Ichimonji)

Fought against countless evildoers as the "Absolute Victory Unlosing Ranger." As his name suggests, he is undefeated. However, he wasn't immune to traffic accidents. After entrusting the world to the main acharacter, he passed away. He then possessed the main character as his guardian spirit, giving much needed advice from beyond the grave.

Etranger

The heroine of this game. She trains the main character at the Hero Training Facility as an instructor. But there are many things she learned improperly, causing the main character more confusion than clarification! Every time she spouts something dubious as fact, Pirohiko points it out.

Demon General Darkdeath Evilman

He shoots laser beams from his eyes! He breathes fire from his mouth! Boasting an appearance obviously proving he is a villain, he is the last boss of this game. He has destroyed countless heroes. Once the Unlosing Ranger is defeated, the world will be his to control.

How to Start

When starting the game, you will see the game modes displayed on the title screen.
Select "Start" to start from the beginning.
Select "Continue" to select a save file and continue from where you left off.
Also, you can select "Options" to change various settings. (Page 15)

* Please note there will be an initial load time of over 20 seconds.

Saving and Loading

Save

You will need the Memory Stick Duo or Memory Stick Pro to save your progress. For each save file, you will need at least 850 KB of free space.
Press the △ Button while you are at the Home Base to bring up a menu, then select "Save." Once you enter the Save Screen, select the slot you want to save your data to and press the ⊗ Button. You cannot, however, save while you are in the dungeon maps.

* This game has an auto-save feature while in the dungeon maps. If you reset your game while you are in the dungeon, you will resume the game as if you had been knocked out.
* If you select a save slot with a previous save file, you will overwrite that file.
* When creating new data, select "Start" at the title screen and start from the beginning.

Load

Select "Continue" at the title screen and then choose a save file to resume from where you left off.

Flow of the Game

The following is the general flow of how the game progresses.

Start Episode 1

Event!

When an event occurs, the story will progress.

Home Base

You can freely move about in your Home Base. This is where you purchase items, use various facilities, and gather information. You will also save your progress here. Talk to "Etranger" to select which dungeon you will explore.

Dungeon Map Selection

After talking to "Etranger," you will go to the dungeon map selection screen. Once you have selected the map and begin the dungeon, you cannot return to Home Base until you have cleared that dungeon.

Battle on the Dungeon Map

You will alternate turns with the enemies while you try to clear the dungeon.

Satisfy the Conditions to Clear the Dungeon Map!

Either find the exit or defeat the boss to clear the dungeon map.

End Episode 1

You will follow this basic format to progress in the game. However, there are other variables, such as subevents, that occur in the dungeon or other things which may change the development of the story.

If You Get Knocked Out on the Dungeon Map

If the main character's HP falls to 0 in a dungeon, you will collapse and be sent back to Home Base.
If you get knocked out, you will receive some bonuses and penalties.

Bonuses

- Your stats will rise depending on the LV you were at when knocked out. (Even if you are reverted back to LV 1, you are still stronger than before.)
- By overcoming the traumatizing fears of what caused you to fall, you will receive experience point bonuses. (Page 16)

Penalties

- You will be reverted back to LV 1.
- You will be forced back to Home Base.
- The cause of you getting knocked out will be burned into your memory as a traumatic experience. (Page 16)
- All items and money in your possession at the time will be lost.

Home Base

You can control the main character at Home Base and talk to many people. You can also purchase items here.

Controls in Home Base

Directional buttons/left stick	Moves Character
◎ button	Dash (Speeds up the cursor)
⊗ button	Talk to Characters
□ button	Jump
L1 / R1 button	Rotates camera
□ + L1 button (□ + R1 button)	Change Camera Angle

Available Commands at Home Base

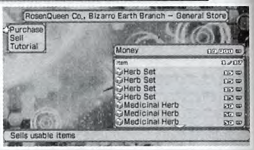
Press the △ button to bring up a menu for the following commands:

Equip	View or change equipment.
Status	Views the main character's state.
Item	View and organize items. You can also use the storage feature. (Page 10)
Shadowgram	View your bodily map for modifications.
Tutorial	Shows you the knowledge necessary to clear dungeons.
Save	Saves your progress. (Page 5)
Options	Changes various settings. (Page 15)

Purchasing Items

There is a shop where you can purchase or sell items at your Home Base. You must have WP (money) to purchase items.

*"WP" is short for "World Hero Society Points."



Battle System

In "Zettai Hero Project," you do not have a party like in regular RPGs. You will go alone, fight alone, heal alone, everything. When the main character moves once, all enemies will also move once. The movement of everyone on the map is considered "1 turn." Whether you use an item, change your equipment, or attack, everything will take 1 turn. Use this system to your advantage the best you can.

Moving in the Dungeon

After talking to Etranger at Home Base, you select the Dungeon Map to explore. The following is a basic tutorial on how you move about in the dungeons.

Movement (Turn Battle)

When fighting enemies, whenever the main character takes 1 turn to do anything, all enemy characters will also take 1 turn doing something. However, if the main character does nothing, none of the enemy characters will move, either.

Field of View Range

The white blinking area in front of the enemy is called their "Field of View." If the main character enters that range, he will be noticed by the enemy. Conversely, as long as you do not enter that range, you are free to do whatever you want.

Once you enter the enemy's Field of View, the (?) icon turns into a (!) icon. Their Field of View will also turn red in color. When they enter this state, that enemy will chase you down until one of you dies.

1 - Main character's turn

2 - All enemies who noticed the main character's turn

Each turn will progress in that order.

If you think you will be surrounded by numerous enemies, it may be a good idea to enter a narrow passageway.

Attack

Press the ⊗ button to attack. You will attack in the direction you are facing.

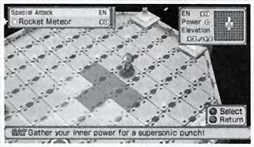
First Strike

If you are 2 spaces away from the enemy (1 space between you and the enemy) and you move toward the enemy, you will be attacked by the enemy first. In those instances, hit the ⊗ button to miss on purpose and wait for the enemy to come to you instead. That way, you can make a preemptive strike on the enemy without taking any damage.

Death Cry

When you defeat an enemy, they will cry out with a "Blargh" or something similar. This is their "death cry." If the Field of View of the enemy who made the death cry and the Field of View of another enemy overlaps, the other enemy will notice you. This is a prime reason why you must be careful about where you defeat enemies.

Special Casting, Special Activation



When you equip an item, you will gain access to a special attack attributed to that item. To use that special attack, you will need 1 turn to cast it, and another turn to activate it.

How to use Specials

After selecting "Cast,"

1: Name of Special,

2: EN Consumption,

3: Range of Special (Power, Attribute, Element, Range)

will be displayed.

EN Consumption" is the amount of EN used when you select that special attack.

The Range of the Special is divided up as follows:

Green = Character **Red = Enemy**

Yellow = Activation Space **Blue = Effective Range**

The Activation Space must be free of obstacles for you to use the special attack. If the special attack's name is registered on the top right of the screen, it means you can activate it at any time.

Furthermore, enemies, like the main character, can also use special attacks. An icon above their heads will indicate this (Page 12).

Block

Select the "Block" command to completely nullify enemy special attacks from the front. If you are hit from any side, excluding the front, you will have reduced, not nullified, the damage. Utilize "Special Attacks" and "Block" to gain the upper hand in battle.

Pick Up/Throw

You can pick up enemies and items that are right next to you. Select the "Throw" command while holding the object up and then select the direction and range. If you try to move while holding an object up, your EN consumption rate will be greater than normal.

Feet/Steps

Pick up an item at your feet. If you are on top of a stairwell, it will allow you to go to the next floor.

Item

You can use, throw, place, or equip items with this command. *Obtaining items in the dungeon will place them in your pouch. However, if the main character's HP falls to 0, the items (including weapons, armor, and money) will all disappear.

Storage

Items can be sent to your Storage at Home Base. These items will stay with you even if your HP is depleted in the dungeon. However, your LV will revert back to 1.

Equip

This is where you change your equipment. There are 5 types of equipment you can use: Head, Right Arm, Left Arm, Legs, and Expansion.
*You cannot change into equipment inside your Storage. Be sure to put the equipment in your pouch if you intend to use them in the dungeon.

Wear & Tear of Equipment

Equipment you don will continue to suffer wear and tear as long as you keep using it. In the center of the screen, you can see the status called "COND," or simply "Condition." The number attributed to "Condition" reflects its current state. This means as you continue to use weapons, you will deal less and less damage. For armors, you will take more and more damage as you use it.
In order to repair the condition of your equipment, you'll have to go to the Blacksmith at your Home Base. (Page 17)

Special Effect of Equipment

Each piece of equipment has their own special effect. By equipping items with those effects, you will be able to use special attacks or receive passive effects from them. (Those passive effects will stay with you as long you continue to equip those items.) However, when "COND (Condition)" reaches 0%, you will be unable to use special attacks and passive effects. "COND" can be replenished by the Blacksmith at your Home Base.

Facility Effect

This allows you to use the feature of the facility. (Page 17)

Status

This allows you to view the status of your character.

Search Enemy

This allows you to view the status of enemies currently in the same room as you. For enemies you are seeing for the first time, only parts of their information will be accessible.

System

Options: Select this to change various options. Press the up or down directional buttons to move the cursor. Press the left or right directional buttons to toggle each selection. To cancel out of the menu, press the ◎ button. (Page 15)
Tutorial: Shows the knowledge necessary to clear dungeons.
Give Up: Give up and return to the title screen. However, your progress will not be saved.

View

In dungeons, there are many places with terrible visibility. If you go into a passageway or hide behind an object, your vision narrows down. Take note there may be hidden enemies or traps!

Examples of Fallen Items

You will find all sorts of items on the ground while in the dungeons. All of these items can be picked up and thrown. Try throwing them at the enemies to see what chaos may ensue!

Dagger	A weapon you can equip.
Soft Pillow	Throw it at enemies to put them to sleep.
Meat Chunk	Replenishes EN (Fullness).
First Aid Kit	Replenishes HP.
Money	Used to purchase items.

*There are many other kinds of items besides the ones listed here.

Dungeon Traps (Map Gimmicks)

There are all kinds of traps waiting for you in the dungeon. Some deal physical damage. Some restrict your movement. See for yourself what sort of gimmicks there are!

Poison Arrow	Poisons you, causing you to take damage each turn.
Spike Trap	Shoots spikes from the ground to deal damage. It can also force you to drop your items.
Bear Trap	Stops you in your tracks for a set amount of turns.

*There are many other kinds of traps besides the ones listed here.

Regarding EN (Fullness)

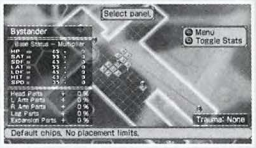
Your HP will regenerate on its own as each turn progresses. You can stomp the ground (◎ + ⊗ buttons) to speed up the regeneration process. However, as each turn passes, you will consume EN (Fullness). When your EN is depleted, you will begin to lose HP each turn. You must find and eat food items to replenish EN. Try to travel through the dungeon while watching both your HP and EN.

Special Effects of Enemy Units

The enemies you find in dungeons each have their own special attacks and effects.
Press the △ button to open up a menu to allow you to view the enemy character's status. Units with special attacks will sometimes use them on you. If you see the "Staff" mark on top of the enemy, it shows that it is currently casting its special attack. Either defeat the enemy before it can activate or try other tactics to avoid it.
There are some enemies that have special effects. For example, there is an enemy with the skill "Photosynthesis," which allows it to regenerate HP each turn.
Know your enemies well and try to gain the upper hand.

Modify the Unlosing Ranger to Power Up!

You can modify the Unlosing Ranger's body to power up! Simply use the Shadowgram (bodily map) pictured here and modify it to power up.



Modifications include
1. "Chip Implantation"
2. Placing "Booster Devices"
3. Manipulating "Hero Energy"
Use all 3 of these aspects to power up the Unlosing Ranger.

1. "Chip Implantation"

Chip Implantation refers to using items purchased or found in the dungeons and directly implanting them into your Shadowgram (bodily map).
When selecting which item you want to implant, you can view what part of your stats will be upgraded by implanting that particular item. You will then select a spot to implant the item selected. Depending on the type of chip (item) you have implanted, the Unlosing Ranger will gain different stat bonuses. However, please note chips cannot be implanted on your Shadowgram over other chips, or on places not bordering other chips.

2. Placing "Booster Devices"

There is a special kind of item you can place over implanted chips on your Shadowgram. These items, called Booster Devices, provide very special effects.
How you place Booster Devices is key to a successful bodily modification. Each Booster Device must be placed over chips of a specific type and also of a specific shape. As such, you must always keep in mind how you implant your chips (items).

3. Manipulating "Hero Energy"

The heart-shaped contraption in the middle of your Shadowgram (bodily map) is the "Hero Energy Source."
This "Energy Source" is where your "Hero Energy" continually flows out. Manipulate the flow of the "Hero Energy" and direct it onto "Booster Devices" to provide a multiplier effect on them.
Use "Hero Energy" together with Chip Implantation and Booster Devices for maximum effect. Try to find the best combination and method you can.

Basic Tips

Viewing the Status Screen

Miles/Bystander
(Head Parts)
Dagger
(R Arm Parts)
(Leg Parts)
Unlosing Cape
HP 54/60
SAT 60 SDF 41 JM 10
LAT 51 LDF 42 0%
HIT 77 SPD 33 0%
LV 1 EXP 0 0%
An ordinary passerby that became the Unlosing Ranger by sheer happenstance. His heart burns with justice and love.
Trauma: None
Toggle display

①	LV	The main character's level
②	HP	Hit Points (Knocked out when depleted)
③	SAT	Short-range Attack Power (Attack power with melee attacks)
④	SDF	Short-range Defense Power (Defensive strength against melee attacks)
⑤	LAT	Long-range Attack Power (Attack power with ranged attacks)
⑥	LDF	Long-range Defense Power (Defensive strength against ranged attacks)
⑦	HIT	Accuracy (Affects hit rate)
⑧	SPD	Speed (Affects evade rate)
⑨	JM	Jumping Power
⑩	EXP	Your current experience points
⑪	Fire	Resistance against fire element
⑫	Wind	Resistance against wind element
⑬	Ice	Resistance against ice/water elements

*Resistance defaults at 0. If the number is positive, you will take reduced damage from attacks/magic of that element. If the number is negative, you will take extra damage. Furthermore, if the number is positive, you can deal extra damage when you use attacks/magic of that element. The reverse is also true.

Leveling Up

When you defeat enemies in battle and gain experience points, your character will level up. Your stats will continue to increase as you level up. However, if your HP is depleted and you are knocked out, your level will revert back to 1. Also, even if you clear a dungeon, your level will still revert back to 1.

Status Effects

	Poison	Take damage each turn.
	Sleep	Unable to move for a set amount of turns. (Note 1)
	Paralysis	Become unable to move. (Note 2)
	Forgetful	Unable to use special attacks.
	Confusion	Unable to move about normally.

All status effects have their own special items that cure it. Also, waiting a set amount of turns or changing maps will allow the player to recover from the effect. Also, this list of status effects is not exhaustive.
Note 1: When hit with the "Sleep" effect, all enemy attacks will turn into critical hits. However, when you are hit once, you will recover from the "Sleep" effect.
Note 2: You will become unable to move and your SPD (Speed) will be decreased to 1.

Settings in Dungeons

Movement Direction	Sets which direction your character will go when you press the up button. Mode A will make you go up and left while Mode B will make you go up and right.
Ally Demo	Turning this OFF will simplify the battle scenes of your own characters.
Enemy Demo	Turning this OFF will simplify the battle scenes of enemy characters.
System Demo	Turning this OFF will simplify effects scenes such as with traps.
Move Range	Toggles display showing which sections of the dungeon map can be accessed.
Message Speed	Sets how fast the text is displayed.
Character Display	Sets how your character is displayed.
BGM	Sets the volume of background music.
Message	Sets the volume of message text.
Voice	Sets the volume of call-outs in the dungeons.
SFX	Sets the volume of sound effects.

Path to Victory

Attack Chance

Taking advantage of the enemy's weak point is a fundamental part of strategy. As an added bonus, you will be given an extra turn to move. This state is called "Attack Chance." Using Attack Chance will allow you a greater number of turns. Because many special attacks have elemental attributes to them, they can be especially effective when trying to hit the enemy's weak point. Learn how to use "Attack Chance" effectively to give yourself the upper hand in battle.

Barrier

Some equipment can provide a special attack that deals unique effects indirectly through something called a "Barrier." These "Barriers" can create a designated field with effects inside dungeon maps. Unlike other special attacks a "Barrier" cannot be used by simply casting it. You need certain items called "Barrier Stones" first. First, you must set where you want to create a "Barrier" by placing "Barrier Stones" in specific places. You will then create a "Barrier" by using it like a special attack. This leads to a "Barrier" getting created in the area surrounded by the "Barrier Stones." Some effects Barriers can include are:

- **Heals any character inside the field.**
- **Deals damage to any character inside the field.**

As long as you have Barrier Stones, you can create Barriers anywhere in the dungeon.
In other words, you can create sections of the map with effects of your choice at any time. Depending on how you use it, you can create a very large advantage for yourself.
However, please note there is a time limit to how long the Barriers last. The number of turns the effect will last can be seen on top of each Barrier Stone.

Phobias

Whenever you get knocked out in a dungeon, the reason you were knocked out will become a traumatic experience for you. For example, if you were knocked out by an enemy attack, that enemy will be burned into your memory as a traumatic experience. You will take extra damage from that enemy as long as you harbor that fear. However, it is possible to overcome that fear. After you overcome that particular fear, you will gain more experience points whenever you defeat that particular enemy. The more you stand up to your fears, the stronger you become.

About Modifying your Home Base

Your Home Base has many different facilities, including a Blacksmith, Item Store, and even your own home. There are many facilities that will become crucial to your dungeon crawling. When you satisfy certain conditions in the game, you will unlock more facilities to use at your disposal as well as the ability to freely switch around which facilities you want.

Steps to Modify Home Base

1 - Facilities Manager

There is a Facilities Manager at your Home Base. Talk to the Manager to select which facility you want placed at your Home Base.

2 - Place Inhabitants

There are some enemies in the dungeons you can recruit. When you defeat those enemies, you can welcome them to your Home Base and get them to work at your Facilities. Their strengths and weaknesses will differ, so place them in facilities according to their stats for added efficacy.

Examples of Facilities

Own Home

This is where your wife and daughter (or just employees pretending to be) live. Give money to your wife and she will gradually expand the space in your Storage. Also, you can call your wife over in the dungeons to have her cook lunch for you.

Blacksmith

The more you use your weapons and armor, the more wear and tear they suffer. In order to repair such equipment, you will need the "Blacksmith." Simply pay money and you can replenish the number of times you can use special attacks attributed to the equipment. Also, you can synthesize new items by combining various equipments here.

Usual Café

Here, you can freely change the name of your main character as well as any items you find in dungeons.

*There are many more facilities than the ones listed here. Try to unlock them all.

FAQ

Q: I'm back to Level 1. So was everything I did a complete waste?

A: Either beating a dungeon or getting knocked out will revert you back to Level 1. But the number of levels you raised will stay with you in the form of bonus stats.
Even if you get defeated, you'll keep getting up again, stronger than before. That's what heroes are.
That's why you should never give up and always stand up!

Q: All my items are gone after I died... What's up with that?

A: Try placing the "Capsule" Booster Device on your Shadowgram (bodily map)! Then press the "SELECT button" to choose which items you don't want to lose! Once you do that, you won't lose those items even if you die! Also, there is a Facility Effect you can use in the dungeon that allows you to transfer items to your storage. This is what they call "Prevention is Better than the Cure!"

Q: My pouch gets full way too fast.

A: Add the "Container" Booster Device to your Shadowgram and you'll have more space! A hero must always have deep pockets!

Q: What do I do about items by my feet?

A: Simply select "Feet" in the menu.
You can then select whether you want to pick it up, eat it, or throw it. If your pouch is full and you found some food on the ground, you can sometimes just eat it on the spot!

Q: Can't I get out of the dungeon halfway?

A: No hero ever gives up halfway!
However! If you get yourself killed, it'll all be a waste. I heard a rumor there is a facility that allows you to get out halfway...

Q: My EN keeps getting depleted really fast. I want some meat. And lots of it.

A: Don't tell me you're using special attacks left and right. Special attacks use up EN, so they make you hungry in a jiffy. But if you're still running out of EN often, check your equipment. For example, if you wear something called the "Wolf Mask"... Now then. Doesn't that Harpy Leg look delicious now? You'll be able to eat more than just meat.
A hero must be never be a choosy eater!

Q: The condition of my equipment goes down really fast. What do I do?

A: All things break down eventually. That's life!
Once the condition goes to 0%, its effect will be reduced and you'll be unable to use special attacks.
If you have a Blacksmith as a part of your Home Base, you can get them to come to the dungeon and repair your equipment for you!

Q: Q: The condition of all my equipment is down so I might as well be naked. What do I do now?!

A: It is a hero's duty to get out of danger no matter how huuuuuuuuge it is!
If you have the "Space PD" facility at Home Base, you can register a set outfit.
When you're in danger, you can use the Emergency Morph system to change into that set of equipment!

Q: I tried to use a special attack and it told me that I don't have enough space.

A: A lot of special attacks are really powerful, but some have certain conditions you have to satisfy.
Check out the effective range of the special attack you want to use. The green part is you. The blue is the range. The red is the effective range. The yellow is the space you need to activate the attack.
You need the yellow section completely free of obstacles and be at a height not too different from where you are.
Just check and make sure there are no enemies in that range or if you simply don't have enough space to use it.

Q: What's "Synthing?" How does it change the item?

A: If you synth an item at the Blacksmith, you can boost that equipment's stats. Not only that, you can pick and choose the passive effects and special attacks of each item!
For example, if you synth a sword and spear together, you can create a sword that can use both the special attacks of the sword and the spear.
But you better be careful to not lose the item you just created.

Q: After beating the first part, Etranger asked me if I'm ready for the last battle. Is it the ending already?

A: The entire game is one giant last battle.
Even if you lose one last battle, you can train, gain new powers, and fight the last battle again.
A hero's battle is never over!

WARRANTY

NIS America, Inc. warrants to the purchaser of this product that the medium on which this program is recorded is free from material defects for ninety (90) days from the date of purchase. If a defect covered by this warranty occurs during this ninety (90) days warranty period, NIS America will replace the game disc, at its option, free of charge.

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1. Finalize your registration for Z.H.P™Unlosing Ranger vs. Darkdeath Evilman at www.NISAmerica.com.
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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under **[Game]** in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:
- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:
- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select **[System Settings]** under **[Settings]** from the home menu, and then select **[System Information]**. If the System Software field displays the version number of the update, the update was successful.

Avant de commencer, lisez avec attention cette section ci-dessous et la section Précautions du manuel de votre système PSP® (Playstation®Portable) Conservez le manuel de votre système et de ce jeu pour de futures références.

⚠Avertissement sur la photosensibilité et l'épilepsie

Un certain nombre de personnes sont susceptibles de faire des crises d'épilepsie ou des syncopes lorsqu'elles sont exposées à diverses stimulations lumineuses. Certaines personnes s'exposent à ces crises lorsqu'elles regardent la télévision ou jouent à certains jeux vidéo. Même si vous n'avez jamais été sujet à des crises d'épilepsie, vous pouvez être épileptique sans le savoir. Si vous ou quelqu'un de votre famille est épileptique, consultez votre médecin avant de jouer à un jeu vidéo, ou immédiatement si vous ou votre enfant présentez l'un des symptômes suivants lorsque vous jouez:

- vertige
- troubles de la vision
- contraction musculaire
- mouvement involontaire
- troubles de l'orientation
- crises
- perte momentanée de conscience ou convulsion

Vous pourrez continuer à jouer seulement après avoir reçu l'autorisation de votre médecin.

Précaution à prendre dans tous les cas pour l'utilisation d'un jeu vidéo.
- Assurez-vous que vous jouez dans une pièce bien éclairée et à une bonne distance de votre écran.
- En cours d'utilisation, faites des pauses de 15 minutes toutes les heures.
- Evitez de jouer si vous êtes fatigué ou si vous manquez de sommeil.

Arrêtez de jouer immédiatement si vous présentez l'un des symptômes suivants:

vertige, nausée ou des sensations similaires à un mal de mer; douleur ou trouble au niveau des yeux, des oreilles, des mains, des bras ou toute autre partie du corps. Si ces conditions persistent, consultez un médecin.

N'utilisez pas votre système lorsque vous conduisez un véhicule, roulez à vélo ou marchez. Ne l'utilisez pas dans un avion ou des bâtiments médicaux où leur usage est interdit. Eteignez l'interrupteur WLAN (réseau sans fil) dans les endroits bondés, par exemple à l'intérieur d'un train. Si une personne située à proximité utilise un stimulateur cardiaque, il est possible que les ondes radio affectent son fonctionnement.

Manipulation de l'UMD®

• Ce disque contient un logiciel destiné au système de loisir PSP® (PlayStation®Portable) Ne l'utilisez jamais sur un autre système car vous risqueriez de l'endommager. • Ce disque est conforme aux spécifications du système PSP® marqué FOR SALE AND USE IN U.S. ONLY (vente et utilisation exclusive USA) • En fonction du système, vous nécessiterez d'un Memory Stick Duo™ ou d'un Memory Stick PRO Duo™ (vendus séparément). Consultez le manuel de votre système. • Ne laissez pas d'images fixes affichées à l'écran pendant une période prolongée. Cela peut avoir un effet d'image rémanente sur l'écran. • N'exposez pas le disque à des températures élevées, à une humidité excessive ou au rayonnement direct du soleil. • Ne touchez pas l'ouverture à l'arrière du disque (surface enregistrée du disque, voir dessin) avec les doigts. • Ne laissez pas de poussières, sable, corps étrangers ou autres types de saleté sur le disque. • Ne bloquez pas l'ouverture avec du papier ou du scotch et n'écrivez pas sur le disque. • Si l'ouverture se salit, essuyez-la délicatement avec un chiffon doux. • Si le disque est sale, nettoyez les surfaces externes et enregistrées à l'aide d'un chiffon doux. • N'utilisez pas de solvants ou autres produits chimiques, comme par exemple du benzine ou tout produit commercial qui n'est pas destiné à nettoyer un Cd ou un atomiseur antistatique pour nettoyer des disques vinyl; cela risquerait d'endommager le disque. • N'utilisez pas un disque qui est fendu, déformé ou qui a subi des réparations. Le disque pourrait se casser à l'intérieur du système PSP®, ce qui pourrait entraîner des blessures ou un mauvais fonctionnement. • SCE n'est pas responsable si des dégâts sont causés par une mauvaise manipulation du disque.

Ejection d'un disque

Appuyez sur le côté droit du disque jusqu'à ce qu'il soit positionné comme le montre le diagramme. Si vous exercez une pression trop forte, vous risquez d'endommager le disque

Insertion et Rangement d'un disque

Positionnez le disque avec l'étiquette face à vous et appuyez sur le dessus du disque jusqu'à ce qu'il s'enclenche avec un déclic. Si le disque n'est pas inséré correctement, il peut être endommagé. Quand vous ne jouez pas, rangez le disque dans son boitier et gardez-le hors de la portée des enfants. Si vous laissez le disque hors de son boitier, vous risquez de le voiler et de l'endommager.

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UMD
UNIVERSAL MEDIA DISC

Player Joueur 1

Memory Size 850 KB
Taille de la mémoire 850 Ko

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TEEN	ADOLESCENTS ™
T	Alcohol Reference / Mention d'alcool Mild Fantasy Violence / Légère violence fictive Mild Language / Langage grossier Suggestive Themes / Thèmes suggestifs

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PSP

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